

IN THE CLAIMS

1. (currently amended) A method for awarding a bonus to a user of a wagering or point of sale device at one of a plurality of sites, said method comprising:

collecting, via a processor, data relating to player activity at wagering and point of sale devices at each of the sites;

compiling the data relating to player activity collected from each of the sites;

selecting a wagering or point of sale device at one of the sites;

determining, via a processor, a worth of a player associated with the selected device based on an activity of the player at the wagering and point of sale devices at each of the sites;

awarding the bonus to the player associated with the selected device based on the determined worth of the player, wherein the bonus is one or more of the following: cash, a cash voucher, player points, and game credits; and

generating an indication that the player associated with the selected device has been awarded a bonus.

2. (previously presented) The method of claim 1 wherein collecting data relating to wagering and point of sale devices at each of the sites is performed by a slave server on a computer network at each property.

3. (previously presented) The method of claim 2 wherein the data relating to player activity is performed by a master server on a network including the slave servers.

4. (previously presented) The method of claim 1 wherein a wagering or point of sale device is selected, at least in part, independently of a pay table for the wagering or point of sale device.

5. (canceled)

6. (previously presented) The method of claim 1 further comprising tracking, for each player, wagers and purchases made at each wagering and point of sale device.

7. (currently amended) A system for awarding a bonus to at least one user of a wagering or point of sale device at one of a plurality of sites, said system comprising:

a slave server at each site, said slave server being on a network of wagering or point of sale devices at its associated property and being programmed to accumulate a wagering or purchasing count related to use on networked wagering and point of sale devices;

a master server on a network of the slave servers, said master server being programmed to accumulate the wagering and purchasing counts of each slave server and each identified player; and

a bonus server for awarding a bonus to at least one player associated with one of the gaming or point of sale devices at one of the sites when the accumulated count on the master server reaches or exceeds a random number, wherein the awarded bonus is based on a worth of the player determined from activity of the player at the wagering and point of sale devices at each of the sites, and wherein the bonus is one or more of the following: cash, a cash voucher, player points, and game credits.

8. (withdrawn) A system for tracking play at a pari-mutuel facility, the system comprising:

a patron management database for storing player information including player activity, points, and point redemptions, the patron management database configured to randomly select a local player cache database to be eligible to distribute a bonus to a player;

a plurality of wagering sites, each wagering site comprising:

electronic gaming terminals configured to enable a player to make a wager, the electronic gaming terminals being coupled to the local player cache database;

a local player cache database capable of storing player information uploaded to the local player cache database from the patron management database, the local player cache database configured to randomly select one of the electronic gaming terminals when the local player cache database is randomly selected by the patron management database; and

a bonus engine adapted to transmit a bonus to a player associated with the randomly selected electronic gaming terminal.

9. (withdrawn) The system of claim 8, wherein the electronic gaming terminals are betting kiosks for placing wagers on pari-mutuel activities.

10. (withdrawn) The system of claim 9, wherein the pari-mutuel activities is track betting.

11. (currently amended) A method for awarding bonuses for play of a pari-mutuel wagering event comprising the steps of:

storing in a central patron management server data related to past player wagering and purchasing activity;

transferring, via a processor, said wagering and purchasing data to a local player cache responsive to identification of a player at an identified wagering site;

tracking, via a processor, in the local player cache data related to current player wager and purchasing activity; and

awarding a bonus to the identified player responsive to play criteria on the pari-mutuel wagering event exclusive of outcome and based on a worth of the identified player determined from said wagering and purchasing data, wherein the bonus is one or more of the following: cash, a cash voucher, player points, and game credits.

12. (original) The method of claim 11, wherein the play criteria is play of a predetermined number or amount of wagers within a specified time frame.

13. (original) The method of claim 12, the bonus including a free race wager for pari-mutuel wagering.

14. (original) The method of claim 12, the bonus including a free multi-use wager for pari-mutuel wagering.

15. (original) The method of claim 12, the bonus including a free race wager for pari-mutuel wagering redeemable by the player only until a specific point in the future.

16. (original) The method of claim 12, the bonus including an electronic drawing for pari-mutuel wagering wherein the player receives one of a plurality of tickets and at a predetermined time a winning ticket is selected.

17. (original) The method of claim 12, the bonus including an award redeemable at anyone of a plurality of sites.

18. (original) The method of claim 12, the bonus including a randomly awarded amount funded by a percentage of the wagers made.

19. (previously presented) The method of claim 11, further comprising determining player eligibility to receive the bonus.

20. (original) The method of claim 19, the step of determining player eligibility including making only tracked players eligible for the bonus.

21. (original) The method of claim 20, the step of determining player eligibility including specifying in advance of play a particular time frame in which the player is eligible.

22. (original) The method of claim 20, the step of determining player eligibility including making eligible only those players who make a wager within a predetermined time period.

23. (original) The method of claim 20, the step of determining player eligibility including making eligible only those players that make a predetermined number of visits within a specific time frame.

24. (original) The method of claim 20, the step of determining player eligibility including making eligible those players that play a predetermined exotic wager.

25. (original) The method of claim 24, wherein those exotic wagers are taken from the group consisting of Daily Double, Exacta, Quinella, Trifecta, Pick Three.

26. (original) The method of claim 20, the step of determining player eligibility including making eligible those players who selects a predetermined number of winning wagers.

27. (original) The method of claim 20, wherein eligibility is determined by those players who wager a minimum of monetary amount, on a specific type of wagering, within a specific time frame.

28. (currently amended) A method for awarding a bonus responsive to wagering activity comprising:

collecting, via a processor, within a central database data relating to player wagering and purchasing activity characterized by a selection by the player of a predicted outcome of a future event;

storing within a database the selected outcome;

determining, via a processor, if the outcome is satisfied by a determination of the future event;

awarding a payout to the player if the outcome is satisfied by a determination of the future event; and

awarding a bonus to the player in association with the player wagering and purchasing activity, wherein the bonus is one or more of the following: cash, a cash voucher, player points, and game credits.

29. (original) The method of claim 28, wherein the bonus is awarded in advance of the determination of the future event.

30. (original) The method of claim 29, wherein the bonus is awarded contemporaneously with the selection by the player of the particular outcome of the future event.

31. (original) The method of claim 30, wherein the bonus is awarded via a ticket printed out at a betting terminal.

32. (original) The method of claim 28; wherein the bonus is determined by the predicted outcome.